

Ryzom - Feature # 938

Status:	Validated	Priority:	High
Author:	kervala	Category:	Client: General
Created:	05/25/2010	Assignee:	
Updated:	05/25/2010	Due date:	

Subject: Dynamically set the texture entities cache size

Description

For the moment, we have 10 MB for low quality textures for entities and 40 MB for high quality ones.

That's declared in code/ryzom/client/src/init_main_loop.cpp line 150 :

```
// Size in Mo of the cache for entity texturing.  
#define ENTITY_TEXTURE_NORMAL_MEMORY 10  
#define ENTITY_TEXTURE_HIGH_MEMORY 40
```

We should remove these defines and implement a dynamic algorithm to use actual video memory size.

History
